

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — DanielAnker

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 803

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: greedy, strings

[DanielAnker's solution](#)

2.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 800 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: implementation, math

[DanielAnker's solution](#)

3.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,306 global accepts · Rating: 800 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms

[DanielAnker's solution](#)

4.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 800 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: math

[DanielAnker's solution](#)

5.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,919 global accepts · Rating: 800 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: brute force, strings

[DanielAnker's solution](#)

6.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,100 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[DanielAnker's solution](#)

7.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,713 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[DanielAnker's solution](#)

8.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[DanielAnker's solution](#)

9.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[DanielAnker's solution](#)

10.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,339 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DanielAnker's solution](#)

**11.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[DanielAnker's solution](#)

**12.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[DanielAnker's solution](#)

**13.**

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,426 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[DanielAnker's solution](#)

**14.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[DanielAnker's solution](#)

**15.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[DanielAnker's solution](#)

**16.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,786 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[DanielAnker's solution](#)

**17.**

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,939 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[DanielAnker's solution](#)

**18.**

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,250 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[DanielAnker's solution](#)

**19.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[DanielAnker's solution](#)

**20.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[DanielAnker's solution](#)

**21.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[DanielAnker's solution](#)

**22.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[DanielAnker's solution](#)

**23.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,065 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[DanielAnker's solution](#)

**24.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,831 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[DanielAnker's solution](#)

**25.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,475 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[DanielAnker's solution](#)

**26.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[DanielAnker's solution](#)

**27.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[DanielAnker's solution](#)

**28.**

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,595 global accepts · Rating: 800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[DanielAnker's solution](#)

**29.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,311 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[DanielAnker's solution](#)

**30.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[DanielAnker's solution](#)

**31.**

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**32.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,928 global accepts · Rating: 800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[DanielAnker's solution](#)

**33.**

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,838 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[DanielAnker's solution](#)

**34.**

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**35.**

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[DanielAnker's solution](#)

**36.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[DanielAnker's solution](#)

**37.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,051 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[DanielAnker's solution](#)

**38.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,434 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[DanielAnker's solution](#)

**39.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**40.**

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,315 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DanielAnker's solution](#)

**41.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[DanielAnker's solution](#)

42.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,562 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[DanielAnker's solution](#)

43.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,545 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DanielAnker's solution](#)

44.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[DanielAnker's solution](#)

45.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,349 global accepts · Rating: 800 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[DanielAnker's solution](#)

46.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DanielAnker's solution](#)

47.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,958 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[DanielAnker's solution](#)

48.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,867 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[DanielAnker's solution](#)

49.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[DanielAnker's solution](#)

50.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-08-05 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, number theory

[DanielAnker's solution](#)

51.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-01 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

52.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,922 global accepts · Rating: 800 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: greedy

[DanielAnker's solution](#)

**53.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,695 global accepts · Rating: 800 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: math

[DanielAnker's solution](#)

**54.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-07-23 · Rust 2021 (first AC) · Tags: dp, geometry, greedy, math

[DanielAnker's solution](#)

**55.**

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[DanielAnker's solution](#)

**56.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**57.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,701 global accepts · Rating: 800 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: dp, greedy

[DanielAnker's solution](#)

**58.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,094 global accepts · Rating: 800 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[DanielAnker's solution](#)

**59.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2025-07-16 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[DanielAnker's solution](#)

**60.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**61.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-06-26 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[DanielAnker's solution](#)

**62.**

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-06-25 · Rust 2021 (first AC) · Tags: math

[DanielAnker's solution](#)

**63.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,269 global accepts · Rating: 800 · first AC: 2025-06-24 · Rust 2021 (first AC) · Tags: implementation, math

[DanielAnker's solution](#)

**64.**

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-22 · Rust 2021 (first AC) · Tags: geometry, math

[DanielAnker's solution](#)

**65.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, strings

[DanielAnker's solution](#)

**66.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: brute force, math

[DanielAnker's solution](#)

**67.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,510 global accepts · Rating: 800 · first AC: 2025-06-16 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**68.**

2118A

[Equal Subsequences](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**69.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,171 global accepts · Rating: 800 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**70.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: greedy, implementation

[DanielAnker's solution](#)

**71.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-06-06 · Rust 2021 (first AC) · Tags: math, number theory

[DanielAnker's solution](#)

**72.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[DanielAnker's solution](#)

**73.**

2110A

[Fashionable Array](#) · [Tutorial](#)

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: implementation, sortings

[DanielAnker's solution](#)

**74.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,207 global accepts · Rating: 800 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: binary search, brute force, math

[DanielAnker's solution](#)

**75.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-05-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, strings

[DanielAnker's solution](#)

**76.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: implementation

[DanielAnker's solution](#)

**77.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-09 · Rust 2021 (first AC) · Tags: greedy, number theory

[DanielAnker's solution](#)

**78.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: combinatorics, greedy, math

[DanielAnker's solution](#)

**79.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,360 global accepts · Rating: 800 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: brute force, math

[DanielAnker's solution](#)

**80.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-21 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

[DanielAnker's solution](#)

**81.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**82.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms

[DanielAnker's solution](#)

**83.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,293 global accepts · Rating: 800 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: strings

[DanielAnker's solution](#)

**84.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: math

[DanielAnker's solution](#)

**85.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 800 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[DanielAnker's solution](#)

**86.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-04 · Rust 2021 (first AC) · Tags: math

[DanielAnker's solution](#)

**87.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,318 global accepts · Rating: 800 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: greedy, math, number theory, sortings

[DanielAnker's solution](#)

**88.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,706 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: dp, greedy, sortings

[DanielAnker's solution](#)

**89.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,025 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: greedy, strings

[DanielAnker's solution](#)

**90.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,948 global accepts · Rating: 800 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: brute force, math

[DanielAnker's solution](#)

**91.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,910 global accepts · Rating: 800 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**92.**

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**93.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,757 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[DanielAnker's solution](#)

**94.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,321 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[DanielAnker's solution](#)

**95.**

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[DanielAnker's solution](#)

**96.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[DanielAnker's solution](#)

**97.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[DanielAnker's solution](#)

**98.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[DanielAnker's solution](#)

**99.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[DanielAnker's solution](#)

**100.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,103 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[DanielAnker's solution](#)

**101.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[DanielAnker's solution](#)

**102.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,344 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**103.**

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[DanielAnker's solution](#)

**104.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,474 global accepts · Rating: 900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DanielAnker's solution](#)

**105.**

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,553 global accepts · Rating: 900 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[DanielAnker's solution](#)

**106.**

2048B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-08-05 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**107.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: math, number theory

[DanielAnker's solution](#)

**108.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: strings

[DanielAnker's solution](#)

**109.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**110.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-05-20 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**111.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,383 global accepts · Rating: 900 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[DanielAnker's solution](#)

**112.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: math

[DanielAnker's solution](#)

**113.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**114.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[DanielAnker's solution](#)

**115.**

2192B

[Flipping Binary String](#) · [Tutorial](#)

Quality: 14,553 global accepts · Rating: 1000 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: constructive algorithms, strings

[DanielAnker's solution](#)

**116.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[DanielAnker's solution](#)

**117.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[DanielAnker's solution](#)

**118.**

2167D

[Yet Another Array Problem](#) · [Tutorial](#)

Quality: 30,209 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[DanielAnker's solution](#)

**119.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**120.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,913 global accepts · Rating: 1000 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[DanielAnker's solution](#)

**121.**

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,970 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**122.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[DanielAnker's solution](#)

**123.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,473 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**124.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[DanielAnker's solution](#)

**125.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[DanielAnker's solution](#)

**126.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**127.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: brute force, data structures

[DanielAnker's solution](#)

**128.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: greedy

[DanielAnker's solution](#)

**129.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-06-26 · Rust 2021 (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**130.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-22 · Rust 2021 (first AC) · Tags: geometry

[DanielAnker's solution](#)

**131.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,894 global accepts · Rating: 1000 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: dp, greedy

[DanielAnker's solution](#)

**132.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[DanielAnker's solution](#)

**133.**

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,847 global accepts · Rating: 1000 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: math, number theory

[DanielAnker's solution](#)

**134.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[DanielAnker's solution](#)

**135.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,839 global accepts · Rating: 1000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**136.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,253 global accepts · Rating: 1000 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: math

[DanielAnker's solution](#)

**137.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[DanielAnker's solution](#)

**138.**

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[DanielAnker's solution](#)

**139.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,133 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[DanielAnker's solution](#)

**140.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[DanielAnker's solution](#)

**141.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[DanielAnker's solution](#)

**142.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[DanielAnker's solution](#)

**143.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[DanielAnker's solution](#)

**144.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[DanielAnker's solution](#)

**145.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[DanielAnker's solution](#)

**146.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,625 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DanielAnker's solution](#)

**147.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,397 global accepts · Rating: 1100 · first AC: 2025-08-01 · Rust 2021 (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**148.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[DanielAnker's solution](#)

**149.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[DanielAnker's solution](#)

**150.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**151.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,285 global accepts · Rating: 1100 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**152.**

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-06-25 · Rust 2021 (first AC) · Tags: binary search, geometry

[DanielAnker's solution](#)

**153.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-24 · Rust 2021 (first AC) · Tags: brute force, greedy

[DanielAnker's solution](#)

**154.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-06-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[DanielAnker's solution](#)

**155.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-04 · Rust 2021 (first AC) · Tags: brute force, greedy, two pointers

[DanielAnker's solution](#)

**156.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-04 · Rust 2021 (first AC) · Tags: brute force, dp, implementation, math

[DanielAnker's solution](#)

**157.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-09 · Rust 2021 (first AC) · Tags: games, greedy, math

[DanielAnker's solution](#)

**158.**

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1100 · first AC: 2025-04-21 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**159.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[DanielAnker's solution](#)

**160.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,864 global accepts · Rating: 1100 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: greedy, strings, two pointers

[DanielAnker's solution](#)

**161.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: greedy, math, number theory

[DanielAnker's solution](#)

**162.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-04 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy

[DanielAnker's solution](#)

**163.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[DanielAnker's solution](#)

**164.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,316 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[DanielAnker's solution](#)

**165.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[DanielAnker's solution](#)

**166.**

2202B

[ABAB Construction](#) · [Tutorial](#)

Quality: 11,150 global accepts · Rating: 1200 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: dp, greedy, implementation

[DanielAnker's solution](#)

**167.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: games, math

[DanielAnker's solution](#)

**168.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[DanielAnker's solution](#)

**169.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[DanielAnker's solution](#)

**170.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[DanielAnker's solution](#)

**171.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[DanielAnker's solution](#)

**172.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**173.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[DanielAnker's solution](#)

**174.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[DanielAnker's solution](#)

**175.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[DanielAnker's solution](#)

**176.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**177.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,352 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DanielAnker's solution](#)

**178.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,682 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[DanielAnker's solution](#)

**179.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DanielAnker's solution](#)

**180.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2025-08-05 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[DanielAnker's solution](#)

### 181.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

### 182.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy

[DanielAnker's solution](#)

### 183.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-07-23 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy

[DanielAnker's solution](#)

### 184.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1200 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings

[DanielAnker's solution](#)

### 185.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-16 · Rust 2021 (first AC) · Tags: geometry, greedy, math

[DanielAnker's solution](#)

### 186.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: greedy, implementation

[DanielAnker's solution](#)

### 187.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

### 188.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

### 189.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: binary search, math, number theory

[DanielAnker's solution](#)

### 190.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: data structures, greedy

[DanielAnker's solution](#)

**191.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-05-20 · Rust 2021 (first AC) · Tags: brute force, math

[DanielAnker's solution](#)

**192.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[DanielAnker's solution](#)

**193.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: bitmasks

[DanielAnker's solution](#)

**194.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[DanielAnker's solution](#)

**195.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,495 global accepts · Rating: 1200 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[DanielAnker's solution](#)

**196.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[DanielAnker's solution](#)

**197.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[DanielAnker's solution](#)

**198.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: data structures

[DanielAnker's solution](#)

**199.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: binary search, greedy, math

[DanielAnker's solution](#)

**200.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,515 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[DanielAnker's solution](#)

**201.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[DanielAnker's solution](#)

**202.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[DanielAnker's solution](#)

**203.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,702 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[DanielAnker's solution](#)

**204.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[DanielAnker's solution](#)

**205.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DanielAnker's solution](#)

**206.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[DanielAnker's solution](#)

**207.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[DanielAnker's solution](#)

**208.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,496 global accepts · Rating: 1300 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: games, greedy

[DanielAnker's solution](#)

**209.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[DanielAnker's solution](#)

**210.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1300 · first AC: 2025-07-16 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, math

[DanielAnker's solution](#)

**211.**

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DanielAnker's solution](#)

**212.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2025-06-24 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, two pointers

[DanielAnker's solution](#)

**213.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,208 global accepts · Rating: 1300 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: implementation, sortings

[DanielAnker's solution](#)

**214.**

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: bitmasks, data structures, greedy, math

[DanielAnker's solution](#)

**215.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[DanielAnker's solution](#)

**216.**

2086C

[Disappearing Permutation](#) · [Tutorial](#)

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-04 · Rust 2021 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[DanielAnker's solution](#)

**217.**

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, math, number theory, two pointers

[DanielAnker's solution](#)

**218.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**219.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[DanielAnker's solution](#)

**220.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[DanielAnker's solution](#)

**221.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[DanielAnker's solution](#)

**222.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[DanielAnker's solution](#)

**223.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[DanielAnker's solution](#)

**224.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[DanielAnker's solution](#)

**225.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[DanielAnker's solution](#)

**226.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[DanielAnker's solution](#)

**227.**

2162D

[Beautiful Permutation](#) · [Tutorial](#)

Quality: 12,367 global accepts · Rating: 1400 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[DanielAnker's solution](#)

**228.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[DanielAnker's solution](#)

**229.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[DanielAnker's solution](#)

**230.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[DanielAnker's solution](#)

**231.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[DanielAnker's solution](#)

**232.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,123 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DanielAnker's solution](#)

**233.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[DanielAnker's solution](#)

**234.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: games, greedy, sortings

[DanielAnker's solution](#)

**235.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[DanielAnker's solution](#)

**236.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,020 global accepts · Rating: 1400 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: math, number theory

[DanielAnker's solution](#)

**237.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1400 · first AC: 2025-06-22 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[DanielAnker's solution](#)

**238.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2025-06-04 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[DanielAnker's solution](#)

**239.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-05-29 · Rust 2021 (first AC) · Tags: graphs, greedy, implementation, interactive

[DanielAnker's solution](#)

**240.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,832 global accepts · Rating: 1400 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**241.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, trees

[DanielAnker's solution](#)

**242.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math  
[DanielAnker's solution](#)

**243.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: math, sortings

[DanielAnker's solution](#)

**244.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: 2-sat, brute force, math, sortings

[DanielAnker's solution](#)

**245.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1400 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: bitmasks, implementation

[DanielAnker's solution](#)

**246.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DanielAnker's solution](#)

**247.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[DanielAnker's solution](#)

**248.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**249.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,225 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[DanielAnker's solution](#)

**250.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[DanielAnker's solution](#)

**251.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[DanielAnker's solution](#)

**252.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, math, two pointers

[DanielAnker's solution](#)

**253.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[DanielAnker's solution](#)

**254.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[DanielAnker's solution](#)

**255.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[DanielAnker's solution](#)

**256.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,750 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[DanielAnker's solution](#)

**257.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[DanielAnker's solution](#)

**258.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DanielAnker's solution](#)

**259.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[DanielAnker's solution](#)

**260.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-07-23 · Rust 2021 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[DanielAnker's solution](#)

**261.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-06-26 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[DanielAnker's solution](#)

**262.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1500 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: dp, greedy, implementation, strings

[DanielAnker's solution](#)

**263.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, math, number theory

[DanielAnker's solution](#)

**264.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[DanielAnker's solution](#)

**265.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[DanielAnker's solution](#)

**266.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: binary search, dp, greedy, two pointers

[DanielAnker's solution](#)

**267.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy

[DanielAnker's solution](#)

**268.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: binary search, combinatorics, math

[DanielAnker's solution](#)

**269.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[DanielAnker's solution](#)

**270.**

2069C

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[DanielAnker's solution](#)

**271.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 1600 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: data structures, divide and conquer, dp, math

[DanielAnker's solution](#)

**272.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: games, greedy, sortings

[DanielAnker's solution](#)

**273.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: brute force, math, two pointers

[DanielAnker's solution](#)

**274.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[DanielAnker's solution](#)

**275.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[DanielAnker's solution](#)

**276.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[DanielAnker's solution](#)

**277.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[DanielAnker's solution](#)

**278.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[DanielAnker's solution](#)

**279.**

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,338 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[DanielAnker's solution](#)

**280.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[DanielAnker's solution](#)

**281.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[DanielAnker's solution](#)

**282.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-08-02 · Rust 2021 (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**283.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DanielAnker's solution](#)

**284.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[DanielAnker's solution](#)

**285.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · Rust 2021 (first AC) · Tags: dp, math, probabilities

[DanielAnker's solution](#)

**286.**

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-06-25 · Rust 2021 (first AC) · Tags: bitmasks, data structures

[DanielAnker's solution](#)

**287.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-06-25 · Rust 2021 (first AC) · Tags: 2-sat, combinatorics, dp

[DanielAnker's solution](#)

**288.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings

[DanielAnker's solution](#)

**289.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: brute force, greedy

[DanielAnker's solution](#)

**290.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, sortings

[DanielAnker's solution](#)

**291.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-15 · Rust 2021 (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**292.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[DanielAnker's solution](#)

**293.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[DanielAnker's solution](#)

**294.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,318 global accepts · Rating: 1600 · first AC: 2025-03-21 · Rust 2021 (first AC) · Tags: implementation, math

[DanielAnker's solution](#)

**295.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: brute force, greedy

[DanielAnker's solution](#)

**296.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[DanielAnker's solution](#)

**297.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[DanielAnker's solution](#)

**298.**

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,958 global accepts · Rating: 1700 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**299.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,090 global accepts · Rating: 1700 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: data structures, dp

[DanielAnker's solution](#)

**300.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[DanielAnker's solution](#)

**301.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DanielAnker's solution](#)

**302.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DanielAnker's solution](#)

**303.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[DanielAnker's solution](#)

**304.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[DanielAnker's solution](#)

**305.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[DanielAnker's solution](#)

**306.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[DanielAnker's solution](#)

**307.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[DanielAnker's solution](#)

**308.**

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[DanielAnker's solution](#)

**309.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[DanielAnker's solution](#)

**310.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[DanielAnker's solution](#)

**311.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-07-23 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[DanielAnker's solution](#)

**312.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[DanielAnker's solution](#)

**313.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers

[DanielAnker's solution](#)

**314.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-24 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[DanielAnker's solution](#)

**315.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[DanielAnker's solution](#)

**316.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[DanielAnker's solution](#)

**317.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: dp, implementation

[DanielAnker's solution](#)

**318.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math, strings

[DanielAnker's solution](#)

**319.**

2089A

[Simple Permutation](#) · [Tutorial](#)

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[DanielAnker's solution](#)

**320.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: dp, greedy, trees

[DanielAnker's solution](#)

**321.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[DanielAnker's solution](#)

**322.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[DanielAnker's solution](#)

**323.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,309 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[DanielAnker's solution](#)

**324.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[DanielAnker's solution](#)

**325.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[DanielAnker's solution](#)

**326.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[DanielAnker's solution](#)

**327.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[DanielAnker's solution](#)

**328.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[DanielAnker's solution](#)

**329.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[DanielAnker's solution](#)

**330.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[DanielAnker's solution](#)

**331.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · Rust 2021 (first AC) · Tags: combinatorics, math

[DanielAnker's solution](#)

**332.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[DanielAnker's solution](#)

**333.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, trees

[DanielAnker's solution](#)

**334.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-06-06 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[DanielAnker's solution](#)

**335.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings  
[DanielAnker's solution](#)

**336.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: binary search, greedy, math  
[DanielAnker's solution](#)

**337.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy  
[DanielAnker's solution](#)

**338.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[DanielAnker's solution](#)

**339.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, brute force, dp  
[DanielAnker's solution](#)

**340.**

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-15 · Rust 2021 (first AC) · Tags: bitmasks, dp, math, probabilities  
[DanielAnker's solution](#)

**341.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[DanielAnker's solution](#)

**342.**

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers  
[DanielAnker's solution](#)

**343.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing  
[DanielAnker's solution](#)

**344.**

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, strings

[DanielAnker's solution](#)

**345.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[DanielAnker's solution](#)

**346.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[DanielAnker's solution](#)

**347.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[DanielAnker's solution](#)

**348.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[DanielAnker's solution](#)

**349.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[DanielAnker's solution](#)

**350.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DanielAnker's solution](#)

**351.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[DanielAnker's solution](#)

**352.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[DanielAnker's solution](#)

**353.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary

search

[DanielAnker's solution](#)

**354.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[DanielAnker's solution](#)

**355.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[DanielAnker's solution](#)

**356.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[DanielAnker's solution](#)

**357.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DanielAnker's solution](#)

**358.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[DanielAnker's solution](#)

**359.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DanielAnker's solution](#)

**360.**

2128E1

[Submedians \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, math

[DanielAnker's solution](#)

**361.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-07-23 · Rust 2021 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[DanielAnker's solution](#)

**362.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, math, sortings

[DanielAnker's solution](#)

**363.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · Rust 2021 (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths,

sortings

[DanielAnker's solution](#)

**364.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-05-29 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[DanielAnker's solution](#)

**365.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[DanielAnker's solution](#)

**366.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[DanielAnker's solution](#)

**367.**

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-11 · Rust 2021 (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[DanielAnker's solution](#)

**368.**

2089B1

[Canteen \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[DanielAnker's solution](#)

**369.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math

[DanielAnker's solution](#)

**370.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[DanielAnker's solution](#)

**371.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: combinatorics, dp, greedy

[DanielAnker's solution](#)

**372.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, schedules

[DanielAnker's solution](#)

**373.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[DanielAnker's solution](#)

**374.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[DanielAnker's solution](#)

**375.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[DanielAnker's solution](#)

**376.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[DanielAnker's solution](#)

**377.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[DanielAnker's solution](#)

**378.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[DanielAnker's solution](#)

**379.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DanielAnker's solution](#)

**380.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[DanielAnker's solution](#)

**381.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[DanielAnker's solution](#)

**382.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[DanielAnker's solution](#)

**383.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[DanielAnker's solution](#)

**384.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DanielAnker's solution](#)

**385.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[DanielAnker's solution](#)

**386.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-06-25 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[DanielAnker's solution](#)

**387.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-05-20 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[DanielAnker's solution](#)

**388.**

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[DanielAnker's solution](#)

**389.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 2000 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, math

[DanielAnker's solution](#)

**390.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: data structures, graph matchings, greedy

[DanielAnker's solution](#)

**391.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[DanielAnker's solution](#)

**392.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[DanielAnker's solution](#)

**393.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2026-04-22 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[DanielAnker's solution](#)

**394.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**395.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2026-03-04 · Rust 2024 (first AC) · Tags: data structures, geometry, greedy

[DanielAnker's solution](#)

**396.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[DanielAnker's solution](#)

**397.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2100 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[DanielAnker's solution](#)

**398.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, strings

[DanielAnker's solution](#)

**399.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[DanielAnker's solution](#)

**400.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[DanielAnker's solution](#)

**401.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[DanielAnker's solution](#)

**402.**

2163D1

[Diadrash \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[DanielAnker's solution](#)

**403.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[DanielAnker's solution](#)

#### 404.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[DanielAnker's solution](#)

#### 405.

2162F

[Beautiful Intervals](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

#### 406.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[DanielAnker's solution](#)

#### 407.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[DanielAnker's solution](#)

#### 408.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[DanielAnker's solution](#)

#### 409.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[DanielAnker's solution](#)

#### 410.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[DanielAnker's solution](#)

#### 411.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[DanielAnker's solution](#)

#### 412.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[DanielAnker's solution](#)

**413.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-27 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[DanielAnker's solution](#)

**414.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-09 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[DanielAnker's solution](#)

**415.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-06-25 · Rust 2021 (first AC) · Tags: greedy, implementation

[DanielAnker's solution](#)

**416.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[DanielAnker's solution](#)

**417.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[DanielAnker's solution](#)

**418.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[DanielAnker's solution](#)

**419.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2026-04-08 · Rust 2024 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[DanielAnker's solution](#)

**420.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[DanielAnker's solution](#)

**421.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[DanielAnker's solution](#)

**422.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[DanielAnker's solution](#)

**423.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[DanielAnker's solution](#)

**424.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[DanielAnker's solution](#)

**425.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[DanielAnker's solution](#)

**426.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[DanielAnker's solution](#)

**427.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[DanielAnker's solution](#)

**428.**

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[DanielAnker's solution](#)

**429.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[DanielAnker's solution](#)

**430.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[DanielAnker's solution](#)

**431.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[DanielAnker's solution](#)

**432.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[DanielAnker's solution](#)

**433.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-05-20 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[DanielAnker's solution](#)

**434.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · Rust 2021 (first AC) · Tags: binary search, brute force, implementation, interactive

[DanielAnker's solution](#)

**435.**

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[DanielAnker's solution](#)

**436.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: dp, games, math, probabilities

[DanielAnker's solution](#)

**437.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[DanielAnker's solution](#)

**438.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[DanielAnker's solution](#)

**439.**

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[DanielAnker's solution](#)

**440.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[DanielAnker's solution](#)

**441.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[DanielAnker's solution](#)

**442.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[DanielAnker's solution](#)

**443.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[DanielAnker's solution](#)

**444.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[DanielAnker's solution](#)

**445.**

2146E

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[DanielAnker's solution](#)

**446.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[DanielAnker's solution](#)

**447.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[DanielAnker's solution](#)

**448.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[DanielAnker's solution](#)

**449.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[DanielAnker's solution](#)

**450.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · Rust 2021 (first AC) · Tags: binary search, dp, ternary search

[DanielAnker's solution](#)

**451.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2300 · first AC: 2025-06-18 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[DanielAnker's solution](#)

**452.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-05-29 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, dp, math

[DanielAnker's solution](#)

**453.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, implementation

[DanielAnker's solution](#)

**454.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[DanielAnker's solution](#)

**455.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[DanielAnker's solution](#)

**456.**

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[DanielAnker's solution](#)

**457.**

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[DanielAnker's solution](#)

**458.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[DanielAnker's solution](#)

**459.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · Rust 2024 (first AC) · Tags: combinatorics, constructive algorithms, math

[DanielAnker's solution](#)

**460.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[DanielAnker's solution](#)

**461.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[DanielAnker's solution](#)

**462.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[DanielAnker's solution](#)

**463.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[DanielAnker's solution](#)

**464.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · last AC: 2025-07-20 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[DanielAnker's solution](#)

**465.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[DanielAnker's solution](#)

**466.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[DanielAnker's solution](#)

**467.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-05-29 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[DanielAnker's solution](#)

**468.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[DanielAnker's solution](#)

**469.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[DanielAnker's solution](#)

**470.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[DanielAnker's solution](#)

**471.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[DanielAnker's solution](#)

**472.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[DanielAnker's solution](#)

**473.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2026-03-17 · Rust 2024 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[DanielAnker's solution](#)

**474.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[DanielAnker's solution](#)

**475.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2026-03-04 · Rust 2024 (first AC) · Tags: data structures, geometry, math, sortings

[DanielAnker's solution](#)

**476.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · Rust 2024 (first AC) · Tags: data structures, greedy, implementation

[DanielAnker's solution](#)

**477.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[DanielAnker's solution](#)

**478.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[DanielAnker's solution](#)

**479.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[DanielAnker's solution](#)

**480.**

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[DanielAnker's solution](#)

**481.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[DanielAnker's solution](#)

**482.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[DanielAnker's solution](#)

**483.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[DanielAnker's solution](#)

**484.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[DanielAnker's solution](#)

**485.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[DanielAnker's solution](#)

**486.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-06-26 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[DanielAnker's solution](#)

**487.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[DanielAnker's solution](#)

**488.**

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-06-06 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[DanielAnker's solution](#)

**489.**

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-24 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[DanielAnker's solution](#)

**490.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[DanielAnker's solution](#)

**491.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2026-03-18 · Rust 2024 (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[DanielAnker's solution](#)

**492.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[DanielAnker's solution](#)

**493.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[DanielAnker's solution](#)

**494.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[DanielAnker's solution](#)

**495.**

2129D

[Permutation Blackhole](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[DanielAnker's solution](#)

**496.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-06-06 · Rust 2021 (first AC) · Tags: combinatorics, dp, probabilities, trees

[DanielAnker's solution](#)

**497.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2026-03-18 · Rust 2024 (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[DanielAnker's solution](#)

**498.**

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[DanielAnker's solution](#)

**499.**

2078G

[Another Folding Strip](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, greedy

[DanielAnker's solution](#)

**500.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[DanielAnker's solution](#)

**501.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[DanielAnker's solution](#)

**502.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and

conquer, interactive, math, probabilities

[DanielAnker's solution](#)

**503.**

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · Rust 2021 (first AC) · Tags: graphs, greedy, shortest paths

[DanielAnker's solution](#)

**504.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[DanielAnker's solution](#)

**505.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[DanielAnker's solution](#)

**506.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[DanielAnker's solution](#)

**507.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[DanielAnker's solution](#)

**508.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[DanielAnker's solution](#)

**509.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[DanielAnker's solution](#)

**510.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[DanielAnker's solution](#)

**511.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[DanielAnker's solution](#)

**512.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · Rust 2021 (first AC) · Tags: data structures, graphs, sortings

[DanielAnker's solution](#)

**513.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-17 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[DanielAnker's solution](#)

**514.**

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, implementation

[DanielAnker's solution](#)

**515.**

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[DanielAnker's solution](#)

**516.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[DanielAnker's solution](#)

**517.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[DanielAnker's solution](#)

**518.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[DanielAnker's solution](#)

**519.**

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[DanielAnker's solution](#)

**520.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: — · first AC: 2026-05-06 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[DanielAnker's solution](#)

**521.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,650 global accepts · Rating: — · first AC: 2026-05-06 · Rust 2024 (first AC) · Tags: binary search, dp, math, sortings, two pointers

[DanielAnker's solution](#)

**522.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,233 global accepts · Rating: — · first AC: 2026-05-06 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[DanielAnker's solution](#)

**523.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: dfs and similar, dp, trees

[DanielAnker's solution](#)

**524.**

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,331 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: binary search, data structures, math

[DanielAnker's solution](#)

**525.**

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: binary search, data structures, dp, greedy, math

[DanielAnker's solution](#)

**526.**

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[DanielAnker's solution](#)

**527.**

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,171 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: binary search, data structures, dp, greedy

[DanielAnker's solution](#)

**528.**

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: constructive algorithms, math

[DanielAnker's solution](#)

**529.**

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,316 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: greedy

[DanielAnker's solution](#)

**530.**

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: — · first AC: 2026-04-30 · Rust 2024 (first AC) · Tags: implementation, math

[DanielAnker's solution](#)

**531.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[DanielAnker's solution](#)

**532.**

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[DanielAnker's solution](#)

**533.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DanielAnker's solution](#)

**534.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: dp, math

[DanielAnker's solution](#)

**535.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,283 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: greedy, sortings

[DanielAnker's solution](#)

**536.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: brute force, dp, math

[DanielAnker's solution](#)

**537.**

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: — · first AC: 2026-04-22 · Rust 2024 (first AC) · Tags: bitmasks, brute force, math

[DanielAnker's solution](#)

**538.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,358 global accepts · Rating: — · first AC: 2026-04-22 · Rust 2024 (first AC) · Tags: dp, greedy

[DanielAnker's solution](#)

**539.**

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: — · first AC: 2026-04-22 · Rust 2024 (first AC) · Tags: brute force, greedy

[DanielAnker's solution](#)

**540.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: — · first AC: 2026-04-22 · Rust 2024 (first AC) · Tags: greedy, math

[DanielAnker's solution](#)

**541.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[DanielAnker's solution](#)

**542.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DanielAnker's solution](#)

**543.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,608 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[DanielAnker's solution](#)

**544.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,999 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[DanielAnker's solution](#)

**545.**

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · Rust 2024 (first AC) · Tags: —

[DanielAnker's solution](#)

**546.**

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · Rust 2024 (first AC) · Tags: —

[DanielAnker's solution](#)

**547.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · Rust 2024 (first AC) · Tags: \*special, strings

[DanielAnker's solution](#)

**548.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · Rust 2024 (first AC) · Tags: \*special, strings

[DanielAnker's solution](#)

**549.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · Rust 2024 (first AC) · Tags: \*special, graph matchings, implementation

[DanielAnker's solution](#)

**550.**

104048D

[Fullmetal Alchemist I](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**551.**

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · Rust 2024 (first AC) · Tags: —

[DanielAnker's solution](#)

**552.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · Rust 2024 (first AC) · Tags: —

[DanielAnker's solution](#)

**553.**

104048K

[Fullmetal Alchemist II](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**554.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DanielAnker's solution](#)

**555.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DanielAnker's solution](#)

**556.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**557.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**558.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**559.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**560.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**561.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**562.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**563.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**564.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**565.**

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**566.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**567.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**568.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**569.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**570.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**571.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**572.**

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**573.**

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**574.**

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**575.**

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**576.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**577.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**578.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**579.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**580.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**581.**

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**582.**

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**583.**

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**584.**

106268L

[Common Tangent Lines](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**585.**

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**586.**

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**587.**

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**588.**

106299H

[Saki and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**589.**

106299C

[Saki and Separation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**590.**

106299F

[Saki and Summer Festival](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**591.**

106299B

[Saki and Sewage System](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**592.**

106299I

[Saki and Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**593.**

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**594.**

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**595.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**596.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**597.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**598.**

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**599.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**600.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**601.**

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**602.**

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**603.**

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**604.**

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**605.**

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**606.**

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**607.**

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**608.**

105461L

[Drawing Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**609.**

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**610.**

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**611.**

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**612.**

106125C

[Calculation Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**613.**

106125L

[Landgrave](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**614.**

106125K

[Koehandel](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**615.**

106125J

[Journal Publication](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**616.**

106125I

[Ingredient Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**617.**

106125H

[Hidden Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**618.**

106125G

[Genealogy Gumbo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**619.**

106125F

[Friendly Formation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**620.**

106125E

[Entropy Evasion](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**621.**

106125D

[Dralinpome](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**622.**

106125B

[Bottle of New Port](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**623.**

106125A

[Alto Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**624.**

106151I

[runnerups](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**625.**

106151G

[windowmanager](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**626.**

106151E

[javelins](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**627.**

106151H

[xorpairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**628.**

106151F

[audit](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**629.**

106151D

[packages](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**630.**

106151B

[foodbreak](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**631.**

106151A

[zerorush](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**632.**

106151C

[mansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**633.**

106252G

[Collision Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**634.**

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**635.**

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**636.**

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**637.**

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**638.**

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**639.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**640.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**641.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**642.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**643.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**644.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**645.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**646.**

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · last AC: 2025-11-22 · Rust 2024 (first AC) · Tags: —

[DanielAnker's solution](#)

**647.**

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · last AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: —

[DanielAnker's solution](#)

**648.**

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**649.**

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**650.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**651.**

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**652.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**653.**

106178B

[Balanced Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**654.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**655.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**656.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**657.**

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**658.**

106160E

[Excruciating Elevators](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**659.**

105442E

[Pigpartite Giraffe](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**660.**

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**661.**

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**662.**

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**663.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**664.**

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**665.**

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**666.**

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**667.**

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**668.**

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**669.**

106170A

[Rainbow](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**670.**

106170C

[The Forgetful Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**671.**

106170H

[Möbius Band Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**672.**

106170K

[Hyperscale AI Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**673.**

106170G

[Nearest Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**674.**

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**675.**

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**676.**

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**677.**

105186B

[Permute-inator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**678.**

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**679.**

105187B

[Soccer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**680.**

105187A

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**681.**

105187C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**682.**

106157K

[Klaus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**683.**

106157D

[Depot](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**684.**

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**685.**

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**686.**

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**687.**

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**688.**

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**689.**

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**690.**

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**691.**

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**692.**

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**693.**

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**694.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[DanielAnker's solution](#)

**695.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[DanielAnker's solution](#)

**696.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[DanielAnker's solution](#)

**697.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[DanielAnker's solution](#)

**698.**

101408E

[Easy Climb](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**699.**

101408F

[Sculpture](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**700.**

101408J

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**701.**

101408C

[Cat vs. Dog](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**702.**

101408I

[White Water Rafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**703.**

101408D

[Disgruntled Judge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**704.**

101408B

[Proving Equivalences](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**705.**

101408H

[Matchsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**706.**

101408A

[Equilibrium Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**707.**

106129I

[Island Urbanism](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · last AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**708.**

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**709.**

106129E

[Engineering Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**710.**

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**711.**

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**712.**

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**713.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**714.**

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**715.**

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**716.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**717.**

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**718.**

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[DanielAnker's solution](#)

**719.**

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**720.**

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**721.**

105492D

[Disgruntled Diner](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**722.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**723.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**724.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**725.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**726.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**727.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DanielAnker's solution](#)

**728.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DanielAnker's solution](#)

**729.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DanielAnker's solution](#)

**730.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DanielAnker's solution](#)

**731.**

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**732.**

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**733.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**734.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**735.**

104757E

[Prof.-Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**736.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**737.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**738.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**739.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**740.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**741.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**742.**

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**743.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**744.**

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**745.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**746.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**747.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**748.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**749.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**750.**

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**751.**

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**752.**

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**753.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**754.**

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**755.**

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**756.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**757.**

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**758.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**759.**

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**760.**

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**761.**

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**762.**

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**763.**

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**764.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**765.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**766.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**767.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**768.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**769.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**770.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**771.**

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**772.**

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**773.**

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**774.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**775.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**776.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**777.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**778.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**779.**

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**780.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**781.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**782.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**783.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**784.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**785.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**786.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**787.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**788.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**789.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**790.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**791.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DanielAnker's solution](#)

**792.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**793.**

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**794.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**795.**

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**796.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**797.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**798.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**799.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DanielAnker's solution](#)

**800.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · Rust 2021 (first AC) · Tags: \*special, geometry

[DanielAnker's solution](#)

**801.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · Rust 2021 (first AC) · Tags: \*special, binary search, brute force

[DanielAnker's solution](#)

**802.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · Rust 2021 (first AC) · Tags: \*special, games, interactive

[DanielAnker's solution](#)

**803.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Rust 2021 (first AC) · Tags: \*special, string suffix structures

[DanielAnker's solution](#)